# Developers

Developers are the people in the scrum team who create any aspect of the product. They use the ethos of craftsmanship and are accountable for quality.

There are no predefined roles amongst the developers, however collectively they should have all of the skills required to create a potentially shippable "done" increment at the end of each sprint.

## Involved in

**Planning**  **Daily scrum**  **Refinement**  **Review**  **Retrospective**

## Role Responsibilities

- Most effective when a small collective
- Cross-functional, self-organising
- Optimises the output of the sprint
- Responsible for software quality
- Decides how features should be implemented
- Principle accountability: delivering a valuable, quality product

## Agile Development Tools

- Pair programming
- Test driven
- Code reviews
- Continuous integration
- Refactoring
- Incremental design
- Automation
- Emergent architecture

## Typical Day

**Attend daily scrum** — **Attend refinement session** — **Pair up to create some failing automated tests** — **Office Wii-bledon tournament** — **Individual research for a technical spike** — **Implement features** — **Peer review a team-mate's code**

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